

Chapter One

▼ label start: 1st Draft Done. (Revised)

Letter "My Friend! My Dearest!"

Letter "It shall soon come to pass that I leave this stale world."

Letter "Yes, I still reside in that same old town and no, I'm not getting any better."

Letter "Should you desire to meet with me for one last time, then I fear you must via worm, for my time left in these barren wastes is little."

Letter "Yours, once more and for the last, Amari!"

Letter "P.S.: I'm not mad about the skull."

Voice "..."

Voice "I know what you're thinking. Don't."

Voice "It's Amari. You think he'd do it for you?"

Voice "It's been like what, 13 years? And look at you, you've done fine enough without him! I mean, 'fine' might be a bit generous, but you're not dead! Just let him tap out on his own."

Voice "Don't waste a trip in a worm on this."

Voice "Sooner or later, you won't be able to pay the toll..."

You "I have to. I won't forgive myself if I let him down again."

You "Not like last time..."

You "..."

Narrator "Underground Worms came into use not so long ago."

Narrator "For a modest price of just one memory, they'll carry you as far as the other side of the continent."

Voice "Fine. So what's it gonna be this time? It's quite a trip, so you'll need something of value, ergo, not a memory of Amari."

menu:

▼ Failure

Narrator "You close your eyes, breath in deep and..."

Voice "Oh wow, now that's a neat new smell."

Voice "I'm detecting hints of urine, feces, festering sores and, what's this? Unwashed bodies brimming with sickness? All wonderful, but perhaps an opened window could help balance out these delectable nasal flavors."

Mentor "Here's your first patient."

Mentor "Examine him well."

Mentor "What do you see?"

You "..."

You "Multiple cuts. Varying depths. Severe blood loss. We'll need to clean and dress his wounds, and give him a blood transfusion if he's going to make it."

Mentor "Very well. And where are we to get this blood?"

menu:

▼ We can find a donor

Mentor "Perhaps, but from where? This man has little time left and we have no donors on hand."

You "We're here, aren't we?"

jump choices1_common

▼ We'll use my blood

jump choices1_common

▼ Well...you could donate, right?

jump choices1_common

label choices1_common:

Mentor "Were we trying to kill him, you'd be brilliant."

Mentor "Our blood won't mix with his."

menu:

▼ Fine. Wait, is he still breathing?

jump OutOfMemories

▼ What's wrong with our blood?

Mentor "Nothing's 'wrong,' with our blood, but his body will view it as a disease and destroy it long before it's of any use. A fine way for a masochist to die; a terrible way for a good man to spend his last moments."

You "..."

jump OutOfMemories

▼ Well we could at least try!

Mentor "And he'll spend his final waking moments in a feverish frenzy of shivers and shakes before dying in a pool of his own cool sweat."

Mentor "Blood is a delicate chemical mixture that turns deadly if tampered with or spoiled. Leave the careless tossing of life to more foolish men. You're a doctor, not a finger painting child."

You "Sorry sir, I didn't mean...wait, he's not breathing."

jump OutOfMemories

▼ First potion

Narrator "You close your eyes, breath in deep and..."

Voice "The heck is this place? It looks like where a social life comes to die..."

Voice "Ahh the laboratory. The nucleus of scientific advances, and the resting place of romantic advances."

Mentor "Think, you act like you've never made potio maxima curiositas before! It's only 3 ingredients to it, which comes first?"

Voice "Alright, show time, you've got this. You know it, you learned it, now you just gotta put it into practice! The first two herbs can be anything out of the Cham family. What are they...Wee-Cham, Mew-Cham, Kavi-Cham... there's probably more but that's what I got right now."

Voice "But the last one you toss in can't be from the Rujibi family. A lot of people are stupid and do it any way. Don't be stupid."

Voice "So for Rujibi, there's Ze-Cham, Kvar-Cham, Myo-Cham, Reo-Cham, Blazer, Rinoa, and Swaki. Wow there's too many of these things, but those are the ones you put in last...I think."

menu:

▼ First, take Kvar-Cham

Mentor "Good. What next?"

jump choices3_common

▼ First, take Reo-Cham

Mentor "A fair choice, what else?"

jump choices3_common

▼ First, take Myo-Cham

Mentor "Interesting. What's next?"

jump choices3_common

label choices3_common:

menu:

▼ Then Ze-Cham

Mentor "Good choice."

jump choices4_common

▼ Then Swaki

Mentor "Wrong. A second member of the Cham family will help enhance the effects of the first herb. Else-ways we'll just be making a glorified tea..."

You "Right, sorry."

jump choices4_common

▼ Then Blood Twyre

Mentor "I suggest you burn whatever book you read that from and pick a herb that actually exists."

Narrator "He picks out a Cham herb and hands it to you.."

Mentor "This will increase the potency of the concoction overall."

Narrator "You take the herb from him, more than a little self-conscious, and begin grinding it into the mortar."

jump choices4_common

label choices4_common:

menu:

▼ That's it

Mentor "Incorrect."

Mentor "3 Ingredients, anything but the Swaki should do from these leftovers."

You "..."

Voice "And the award for biggest loser goes to...someone else!"

jump choices5_common

▼ And for last we will take Swaki

Mentor "In no hospital of mine! The Swaki will only serve to nullify the effects of the previous herbs. You know this."

Mentor "Anything else of these left over scraps will do fine."

You "Oh, right..."

jump choices5_common

▼ Blazer will be the last

Mentor "I agree. Well done."

jump choices5_common

label choices5_common:

Narrator "You throw all the herbs into the mortar, crush them and add a little spit to bind it."

Voice "So, how'd we do?"

▼ if all ingredients were correct

Mentor "Impeccable work. This concoction should help alleviate the pain of a great many people today. Well done."

▼ if 2 ingredients were incorrect

Mentor "With mixtures like this, you're liable to kill someone. You're not a student anymore, everything you do here has repercussions, and you're rarely the one who pays the price for your mistakes. I'll make it correctly, you watch. Please, try and learn something."

Voice "Ah, you were so close! Except for most of it. You missed most of it."

▼ if 1 ingredient was incorrect

Mentor "You're off your game today. We'll let it go this time, but don't make a habit of incompetence. It suits you poorly."

Mentor "We don't have time to start over. Dump your mixture and grab those pills there on the table."

Mentor "Quickly! We are needed."

jump OutOfMemories

▼ Exam

Narrator "You close your eyes, breath in deep and...."

Mentor "Here is your next patient. You must diagnose the problem, and offer a solution."

Narrator "Before you is a girl who looks quite healthy, although very sad."

You "Hello ma'am, how do you feel?"

SadWoman "I'm okay."

Voice "Hmm, you know? I'm not sure I buy it."

You "Does anything hurt?"

SadWoman "...No."

You "Hm..."

Voice "Look at how she's sitting. The vacancy in her eyes...and what's that on her arms?"

Voice "She's a lump of apathy and depression in a night gown, poor thing."

Voice "Looks like ol' Papa Doc's gone and pulled one over on you; this gal's problems are all in the head."

Voice "There's absolutely nothing you've done to prepare for this. The chances of making a fool of yourself are great. I'm excited!"

menu:

▼ So I'm a therapist too now?

Mentor "Yes."

Narrator "The girl stares at the floor."

SadWoman "..."

You "Ma'am, I need to ask you a few questions, if I may."

SadWoman "Go on..."

jump QuestionsToHelpSadWoman

- ▼ What am I supposed to do about this!?

Mentor "Well you're not gonna be any good to anyone talking like that."

Voice "Yeah man, gosh. Bedside manner, ever heard of it? Heh!"

jump OutOfMemories

- ▼ Say nothing. Just try to identify the cause, symptoms, and help her.

jump QuestionsToHelpSadWoman

label QuestionsToHelpSadWoman:

menu:

- ▼ How often have you felt good lately?

SadWoman "Good?"

SadWoman "I feel like I'm worthless."

SadWoman "Everything is getting to be too much for me..."

You "Tell me."

SadWoman "I mean..."

SadWoman "There's a bench by my house that I always used to love sitting on and just staring out at the horizon, watching the grass sway in the cool breeze...sometimes I'd even get a little sunset, just a little one, to warm me up inside. I loved it, I loved the peace it gave me."

SadWoman "But now..."

SadWoman "I don't care about the sun. The grass is just grass,

and the breeze just makes me cold."

SadWoman "And now..."

SadWoman "All I want is to give up, bury my face in a pillow and cry. The only reason I'm not doing that now is my little sister. She needs me more."

You "That's very noble."

jump choices6_common

▼ Do you feel you have enough energy for daily activities?

SadWoman "Hardly. I try to push myself as hard as I can but it doesn't usually work out."

SadWoman "I have dishes piled up to the ceiling and my little sister smells like a wet dog more often than not."

SadWoman "..."

SadWoman "I can't even take care of my own baby sister! What kind of pathetic loser am I that I can't even run her a bath!? Can't run a comb through her hair? I don't know the last time I could even make her smile. I'm just such a stupid, pathetic, failure."

Voice "Bingo. She's too depressed to get anything done in a day. Been there. No good."

jump choices6_common

▼ What activities do you find enjoyable, if any?

SadWoman "I like to lie down and do nothing..."

SadWoman "...stare at the ceiling, the walls..."

SadWoman "It's nice to hold the lil' one in my arms sometimes..."

SadWoman "She reminds me of my mother, you know, of how wonderful a woman she was, how strong, how kind..."

jump choices6_common

label choices6_common:

menu:

▼ Are you eating enough?

SadWoman "Psh, I can't even *look* at food."

SadWoman "Since our father left, I only cook for the lil' one"

You "It's important you eat enough so that you have the strength to get through the day. Your body needs fuel, especially when there's a kid that needs care."

SadWoman "I know. I try to eat something most days. Usually just the crust I cut off my sister's lunch. If not that, then I'll just chew on some bee's wax until the hunger passes and spit it out."

jump choices7_common

▼ Do you have thoughts of death or suicide?

SadWoman "Excuse me? How dare you, no! I'm not like that, I'd never let myself get that bad..."

Voice "She's lying."

Voice "Look at her arms."

You "You have some scars on your forearms, may I ask what they're from?"

SadWoman "...no, you may not."

Narrator "She hides her hands under her blanket."

Voice "Great job on the tact there, chief. Better change the subject."

jump choices7_common

▼ How good are you with focusing and making decisions?

SadWoman "Well, decisions I can't make on the best days."

SadWoman "For focus?"

SadWoman "I can't. Doctors'll ask me to bring them something and I'll forget until they come in and yell at me for it an hour later. It feels like my head is empty most of the time, but also full enough to burst all the same...I forget things..."

Voice "Oh yeah! She's a nurse here! You've seen her around haven't you? All sad and quiet? What shame she's the one in the bed this time..."

SadWoman "I tried making my sister porridge a few times and managed to burn it. I didn't even know you could do that..."

SadWoman "How can I take care of anyone if I can't even..."

SadWoman "Everything's just falling out of my hands!"

jump choices7_common

label choices7_common:

Voice "Alright, I've got her pegged. You can ask her some more questions if you like but I think we have enough. Besides, this really isn't your area of expertise anyway."

You "She's depressed."

Mentor "She is. And how can we help her?"

menu:

▼ Here, I'll prescribe you this medicine that should help you out, but it's really all in your head, so just cheer up!

Mentor "The medicine is a good start, but that 'just cheer up' bit is ignorant at best and malicious at worst."

Mentor "Even if it is all in her head, it's as real to her as a broken bone or a hole in her lung. Cheering up can't fix that."

Mentor "Saying that invalidates her experience, and that'll only make her self-esteem drop further."

Mentor "All patients need to be treated with a great amount of compassion and understanding, but especially those with mental health problems. She'll internalize every word you say to her, so pick them well."

You "Got it. My bad."

Narrator "He went up to the girl and started explaining what the medicine was and how to take it, being very careful to treat her gently and respectfully."

jump OutOfMemories

▼ Honestly, you just need to smile more. Life will get better then.

Mentor "That may be the most idiotic thing you could have said."

Voice "Yeah I'm with him. I don't think you nailed it with that one."

Mentor "Ma'am, we can offer you some medication to help alleviate your symptoms. We'll also begin trying to connect you to a therapist."

Mentor "Unfortunately, we don't have many specialists qualified to help you, so the best we can do for now is to have you talk to friends and family until we find someone to help you clinically."

Mentor "I might also suggest you reach out to some religious societies. Some of them offer judgment-free periods to talk with someone who cares. I can practically guarantee their tactfulness and care when discussing these matters. They do what they do very well..."

Narrator "He gave you a side-eye as he signed out his disappointment. You took out the medicine and gave it to the girl."

jump OutOfMemories

▼ Here, this medicine should help. It'll take the edge off so you can be a little more self-sufficient, and also, here are a few ways to help get you back to full strength.

You "Normally, I'd advise you to seek counselling with a proper licensed therapist, but we have very few qualified and available right now."

You "So, for the time being, try to find some people that can help support you emotionally by listening, letting you get things off your chest, and helping you sort through your emotions. It's not perfect, but establishing a supportive network is a huge first step in recovery."

You "Friends and family would be my first recommendation, but certain religious organizations might be able to offer you a safe space to go and talk as well. A lot of them don't even need you to be a member, they just want to help, and usually for free."

You "You have a younger sister that you obviously love and care for very deeply, that's wonderful! Let her and her well being be something to keep you grounded so you don't get all swept up in your emotions. Entertain her when you're scared, not your thoughts."

You "The medicine here is taken twice a day; morning and evening."

You "There may be side effects like nausea, diarrhea, and heart palpitations, but don't worry, they won't last long."

You "It's not easy being where you are, and it's harder still getting out of it, but you can do it. It'll take some time, and a great deal of effort, but if you're patient with yourself, and kind, you'll be back to feeling your old self again."

You "And none of this calling yourself 'pathetic' or a 'failure.' You deserve better than that. If you wouldn't say if to your baby sister, don't say if to yourself. And try to spend time with friends too. Nothing crazy, but once or twice a week will do wonders for you."

Mentor "He's right, my dear, these are difficult times you're facing, but having people in your corner can turn the tide and bring you through it."

Mentor "Well done, Doctor."

Voice "Well look at that! Papa Doc gave lil' Doc a compliment! You weren't qualified, in fact, you were wildly unqualified, but you managed to get through it without making her *more* depressed! Good on ya!"

jump OutOfMemories

▼ label OutOfMemories: 1st Draft (Revised)

Narrator "Darkness like a smothering blanket falls over everything. What sounds you can hear seem like they're being buried alive, deeper and deeper. Nausea settles down into the base of your stomach."

Voice "And just like that, we've made it into the tunnel of the gross and squishy. And all it cost us was a memory of that time you...you did that...something or other. Whatever."

You "I'm worried I made the wrong choice. It feels like I'm forgetting something important. I hope, whatever it was, I won't need it anymore."

You "I'm running low on memories anyway, if I keep on like this, it won't be long before I forget myself completely. Who I am. Why I'm here. I'm kind of scared, to be honest."

Voice "Well, this was your idea. Personally, I would have dropped my memories of Amari a long time ago. It would save us both the trouble. Anyway, your stop's coming up. If you're doing this, let's just get on with it."

jump FirstTimeAtVillage

▼ label FirstTimeAtVillage: 1st Draft Done. (Revised)

Voice "Man, I'd really hoped we'd seen the last of this place."

Voice "Or at least smelt the last of it. Yeesh."

Narrator "It's the smell of rot, most likely coming from those half-decomposed

corpses in the distance. Their sad howls can be heard even from here."

Voice "You didn't happen to spend the memory of where Amari lives on a worm ride to the store, did you? Either way, we'll have to ask around if we're gonna find him."

Narrator "You can see an old man scowling at you from his porch down the way, and a skeleton tending to his field."

Narrator "Behind one of the nearest huts, you hear a man swearing profusely and a sound like a timbering tree."

menu:

- ▼ Approach the old man

 - jump TalkToOldMan

- ▼ Approach the skeleton

 - jump TalkToSkeleton

- ▼ Check the noise behind the nearest hut

 - jump TalkToWoodsman

- ▼ label TalkToOldMan: 1st Draft Done. (Revised)

Narrator "The closer you get to the old man, the less friendly he becomes. Not that he ever seemed that friendly to begin with."

Narrator "His breath reeks of alcohol and tobacco, and every breath comes out in a wheeze."

Voice "Sound like this shriveled old raisin has some kind of lung injury. I guess it could also be asthma or even tuberculosis. Not that it matters. We're only looking for one parasitic meat-sack tonight. Force of habit I guess."

Narrator "The old man's face cracks and contorts into the nastiest snarl before you can even open your mouth."

GrumpyOldMan "So that's the new stench on the wind..."

GrumpyOldMan "Another one o'the Worm's Maggots draggin' his worthless self down our way."

GrumpyOldMan "What a fool you is. Ain't you feel the least bit o' shame? Givin' those freaks a chunk o' yourself just to get around easy? You lookin' to live your life so quick you don't mind you ain't remember any of it? Bah!"

GrumpyOldMan "Mark my words, Maggot, you'll hated yourself for it. When they done sucked you dry of all your notions and you ain't got nothin' left to give, you won't even 'member these words, but I figure they'll sick to you in the end one ways or another."

GrumpyOldMan "Damned slugs...you even know where they come from?"

GrumpyOldMan "What would you care... They could've come from the darkest pit o'Hell and you still wouldn't think twice about it! Stupid Maggot!"

GrumpyOldMan "Whaddaya figure they even do with them memories?"

GrumpyOldMan "All hole' up deep down in the dirt, just a-wrigglin' and a-waitin'. I tell you what they're doin'!"

GrumpyOldMan "They're lookin' to get us all figured out so they can come out the dirt and swallow us whole! They wanna know how best they's can catch us with our pants 'round our ankles! Crafty devils!"

GrumpyOldMan "See, they ain't so stupid as they look. They know we'd have 'em killed and cooked by dusk if'n they tried to come at us outright. They're waitin' to get strong enough that they can take us all out statistically! And dumb folk like you is helpin' them along! You dumb-stupid maggots!"

Narrator "He spits at your feet."

Voice "What a charming old man with such wisdom to give. As much as I wanna see him yell himself into a heart attack, we're here for Amari who, surprisingly, might be even closer to dying. Your call, but we did waste a memory coming here."

menu:

▼ Leave

jump [FirstTimeAtVillageTalkedToSomeone](#)

▼ Keep listening

GrumpyOldMan "As if all these deaduns wasn't enough for us, but the like of you come a-stumblin' in 'swell!? I got half a mind to break you open for the buzzards! That's how I'd get the stain o' your existence outta my mind! That's a memory I'd give up! Seein' your dumb Maggoty face!"

GrumpyOldMan " Matter o' fact, the longer you stand here the more itchy my knuckles is gettin'."

GrumpyOldMan "Best you git whilst you still can! I'll be bringin' the boys 'round to give you a wallop in' you ain't likely to ever forget! Even with them giant slugs!"

Voice "So much wisdom, so much grace, but so little time. Bow out now and maybe we can still find Amari without getting cracked in the head with a cane. Just a thought. Do what you will."

menu:

▼ Just walk away

jump [FirstTimeAtVillageTalkedToSomeone](#)

▼ Keep listening

GrumpyOldMan "I know your kind, Maggot. Comin' and gettin' the common folk to trust you, well I ain't convinced! I know your kind and I spit on 'em all! You ain't influtratin' this old town! Spy-Maggot!"

GrumpyOldMan "If they wasn't such a bundle o'fools and listen to me, you'd be beggin' for mercy by now."

GrumpyOldMan "But so long as I'm still up and kickin' I won't let you taint these dumb folk! We ain't no friend o'you and you ain't no friend to us!"

GrumpyOldMan "You Maggots'll slaughter our youngens! That's move one."

GrumpyOldMan "You make them undead come out to us, all a-hootin' and a-hollerin'..."

GrumpyOldMan "Oh yeah! I know what your after, Maggot! There ain't been a problem like it 'fore your kind came along. All these years I lived here and you folk made a good land wretched!"

GrumpyOldMan "Once we'd driven 'em off, you all just bring 'em on back! That's the second step! That's a war of nutrition! And I ain't havin' it!"

GrumpyOldMan "You make us starve."

GrumpyOldMan "You make us freeze."

GrumpyOldMan "You spread your filth'n squalor."

GrumpyOldMan "Them's the three steps next!"

GrumpyOldMan "And all this 'cause o' you! You wretched, filthy, slug-lovin' Maggot!"

GrumpyOldMan "I swear to you, if'n I were still so young and spry as I once were, I'd be haulin' your dead, worthless, carcass out o' town the second you set foot in it! "

GrumpyOldMan "I done spent my whole day gettin' this field here prim and proper and I ain't fixin' to let you come on in and spoil it!"

GrumpyOldMan "Whatchya waitin' for, Maggot?"

GrumpyOldMan "Turn tail and head back to your slugs!"

GrumpyOldMan "I mean it! I'll stick a pitchfork in your gullet if'n you don't expel yourself from my property"

GrumpyOldMan "You filthy cretin, death to ya!"

GrumpyOldMan "DEATH T'MAGGOTS!!!"

Voice "Wow, his breath is bad."

Voice "Better a lashing with a tongue than a whip. I read that

somewhere. I think this is what they meant. Let's leave, yeah?"

Voice "I'm not the one risking my neck for a friend I haven't seen in 13 years, but if you don't want to lose yours, I think we should back off."

menu:

▼ Let him be and leave

jump FirstTimeAtVillageTalkedToSomeone

▼ Keep standing

GrumpyOldMan "YOU DONE TOOK EVERYTHIN' I HAD AND
PISSSED WHERE I BURIED IT!!"

GrumpyOldMan "DEATH TO YOU! DEATH TO MAGGOTS!!!"

GrumpyOldMan "Ack!"

Voice "He's wheezing pretty hard, I think he's gonna pass out."

Voice "If he dies, you're liable. Let's go."

GrumpyOldMan "You think I'm kiddin'? Maggot?"

You "..."

You "..."

GrumpyOldMan "Yeah you run! Run off to those slugs! Run off to your Deadun friends! You can take all you want from me, but you can't take me! Maggot!"

jump FirstTimeAtVillageTalkedToSomeone

▼ label TalkToSkeleton: 1st Draft Done. (Revised)

▼ if was hit by Old Man

FirstSkeleton "G'day, friend!"

FirstSkeleton "Don't worry, ol' Izumir's gone and given me a wallop from time to time too. Don't fret him though, he's not evil, just...broken. Hard times, you know? Some of us handle 'em with more grace than others. He used to be a nice fellow once. Long ago..."

FirstSkeleton "..."

FirstSkeleton "Anyways, what can I do for you?"

You "..."

▼ if wasn't hit by Old Man

You "Excuse me, sir, do you have a minute?"

Narrator "He looks up from his work and turns to you."

FirstSkeleton "G'day, friend!"

Narrator "You're certain that if he had skin and muscles on his face, he would be smiling right now."

menu:

▼ "What are you doing here?"

FirstSkeleton "Oh, I'm just helpin' out ol' Izumir. Weeding the bed and all that."

FirstSkeleton "His kids used to help, but they took off some time ago. Old folk like him shouldn't have to work a whole field just to feed himself."

FirstSkeleton "So I decided to pop in and see what I could do."

Voice "What a noble act! I wonder what his angle is. You think he's dating the daughter?"

You "Do you know where I can find Amari?"

FirstSkeleton "Sure!"

FirstSkeleton "You'll just want to follow that road until you see a house with a spire. Then you'll hook a right, and it'll be the third house on the left. It's a squat little hut separated from the others, shouldn't be too hard to spot. Give him my best when you see him!"

jump choices8_common

- ▼ "Do you know how I can find Amari?"

FirstSkeleton "Absolutely! First you'll just want to follow this road up until you see a house with a spire. Then you turn right and he'll be the third hut on the left. It's separate from the other so you ought to spot it alright. Give him my best when you see him!"

jump choices8_common

label choices8_common:

menu:

- ▼ "Thank you!"

jump FirstTimeAtVillageTalkedToSomeone

- ▼ "Why did you decide to help me?"

FirstSkeleton "Oh...well..."

FirstSkeleton "As you can see, I'm supposed to be dead, but I'm not."

FirstSkeleton "If I'm ever gonna lay myself to rest, I'll have to do enough good deeds to override some of the bad I did in life. I was a bit dim in my living days and made some pretty poor choices."

FirstSkeleton "It's lucky Izumir even took me on for help in the first place. A lot of folk don't even wanna look at me, let alone associate. Izumir let's me help him, though. I think he's a good man for that, if a little rough and tumble."

FirstSkeleton "Over time now, though, I've learned I kind of like helping people out where I can. There's a lot of hardships in this world, but making other people's burdens lighter just seems to make mine lighter too."

FirstSkeleton "It's funny how life works, yeah? It took me dying to start living right. I wish I could have checked myself before it was too late. Do you ever wish you could've seen yourself in the future? Just for a second to see if you're on the right path so you could correct it?"

You "Yeah, I do."

menu:

▼ "Thank you"

FirstSkeleton "Anytime friend!"

FirstSkeleton "If you need me, I'll be here. Don't hesitate! It's rare to make friends these days..."

jump FirstTimeAtVillageTalkedToSomeone

▼ "How long have you been like this?"

FirstSkeleton "Well, I..."

FirstSkeleton "..."

FirstSkeleton "Long enough. Maybe longer. Follow the road, take a right at the spire. Third house on the left."

You "..."

Voice "...?"

FirstSkeleton "I..."

FirstSkeleton "I gotta get back to work..."

You "Thank you. I didn't mean to offend—"

FirstSkeleton "Third house on the left. I'll be here if you need me."

Narrator "You leave him standing just like that. You're certain that if he had skin and muscles on his face, he would look sad right now."

jump FirstTimeAtVillageTalkedToSomeone

▼ label TalkToWoodsman: 1st Draft Done. (Revised)

Narrator "The sounds of disagreement come from the other side of the hut."

Narrator "Coming closer, you can hear a gruff voice spouting profanities, and the bending of large trees."

Narrator "As you round the corner, you come face to face with a—"

Voice "HOLY CRAP IT'S A LIVING TREE!"

Voice "LOOK AT THE SIZE OF THAT THING!"

Voice "WATCH OUT! HE'S GONNA STEP ON YOU!"

Voice "...are we dead?"

Narrator "The creatures stroll right on past you, paying you no mind."

Voice "Yeesh, some quicker stepping might do you well in the future."

Narrator "You put a hand to your chest and breath, taking a second to compose yourself."

Narrator "The yard before you is littered with fresh cut logs, enough to last a winter, and amongst the timbre lies a man...well, most of one."

Woodman "And what are you starin' at, runt?"

menu:

▼ "I'm sorry, I didn't mean to disturb you. Could you tell me how I can find Amari?"

Woodman "Aye, I can lend a hand, but only supposin' one thing."

Woodman "You leave me to mine and don't bother me again."

You "Deal."

Woodman "Follow the road 'til you come up on a house with a spire. Turn right and walk up to the third house on your left. That'll be Amari."

Woodman "Now begone with you!"

▼ if picked memory 3 (depressed woman)

You "Thank you."

jump FirstTimeAtVillageTalkedToSomeone

▼ if picked any other memory

Voice "Now, he obviously doesn't wanna talk with you, but I gotta say, it's not often you find a man with no crotch up to his elbows in chopped

wood. And also, you know, the whole tree thing. It might be interesting to try and pry a bit more."

menu:

▼ Leave

jump [FirstTimeAtVillageTalkedToSomeone](#)

▼ "Why weren't you scared of that monster?"

Woodman "I've given you one question without splittin' your gob, you'll not get a second."

Woodman "Now GET TO IT. "

Narrator "The man raises his axe overhead."

You "Wait, no, I didn't mean anything by it."

You "I'm a doctor! I help a lady with emotional problems once and I can do the same for you! I'd be happy to sit and cha—"

Voice "BOOM. LIGHTS OUT. That looked like it hurt."

Voice "Well, anyway, this is my void, make yourself at home."

Voice "Could I get you something? Cup of tea?"

menu:

▼ "Yeah, sure"

Voice "Wait what?"

Voice "Did you just actually accept an offer from me? Don't get soft on me now, Doc, you're making me blush...!"

Voice "Unfortunately this is only a near-ethereal representation of the space between sleep and wakefulness, so I have no tea. Sorry."

jump [NoTea](#)

▼ "I prefer coffee"

Voice "I try to be a good host and attitude's all I get? So selfish, your generation."

jump NoTea

label NoTea:

Voice "So what's the big idea trying to play house with that guy anyway? What were you trying to get out of that?"

menu:

▼ "I thought I could help him"

Voice "Ha! Loser."

Voice "Helping one guy's fine, but you'll miss out on helping a lot more people if you get smoked by a handi-capable axeman. You're lucky he hit you blunt-side. This way, you only get a little brain damage-amage-amage."

Voice "You realize that you getting involved only ever gets other people hurt anyway, right? Do you get off on that or something?"

menu:

▼ "Yes"

Voice "You're changing."

Voice "I like this."

jump getBack

▼ "No"

Voice "Remember what I told you when we first met?"

Voice " *Agony befall you and all you meet, and with no time shall all you greet. So we live, so we fall, bringing pain to all in all.*"

You "Just shut up and bring me back."

jump getBack

▼ "..."

jump getBack

▼ "I just wanted to see what would happen next"

Voice "I mean..."

Voice "One of these days, the thing that happens next is gonna be a knife in the throat, or poison in your tea, or, and this one is really crazy, an axe in your head. Do you know that?"

Voice "There's only so many times you can die. How many are we at so far? How many do we have left? Oh! Are you just looking forward to us trading places when you finally die?"

Voice "Well aren't you a sweetie."

jump getBack

▼ "Honestly? I'm just taking stabs in the dark until I hit something."

Voice "Huh...random chances? It's not like you to toss dice."

Voice "Are you feeling alright? Do you have a fever? Do you need some soup?"

Voice "Seriously, it's like you aren't even in control of your own actions anymore!"

Voice "But that'd be absurd..."

Voice "..."

jump getBack

label getBack:

Narrator "Stars like pinholes start to prick through the darkness as it give way to the night sky. You become acutely aware of the throbbing in your skull. There's blood, but only a little."

Narrator "You've been gently placed in front of the Lumberjacks house, a deep streak in the dirt looks like he dragged himself back inside."

Narrator "The old man isn't scowling at you anymore, neither is the skeleton tending the field."

Voice "Well hey, at least he gave us directions."

Voice "Clean yourself up a little and get going. Gotta look presentable when meeting fat old slobbs of friends you've made no effort to see in the last decade. It's only polite."
jump FirstTimeAtAmari

▼ "Was that you yelling? Did that monster attack you?"

Woodman "Are you out of your tiny mind!?"

Woodman "If he laid a finger on me, I'd have built an outhouse with his carcass!!"

Woodman "And I'll make upholstery of you if you say somethin' that daft again!"

Woodman "You think I wet the grass from a piece of glorified fire wood?"

Woodman "Get lost! 'Fore I show you what a real man acts like!"

Narrator "He lifts the axe over his head and makes to swing at you.."

▼ if picked 3d memory (depressed woman)

Voice "You have to leave. You won't be able to reason with him. If only you'd dealt with mental health before..."

jump FirstTimeAtVillageTalkedToSomeone

▼ if picked any other memory

menu:

▼ Back away

jump FirstTimeAtVillageTalkedToSomeone

▼ "Wait! I don't mean you any harm!"

Woodman "I could give two spits what you mean me. I mean to bump off pests, so stop pesterin' me and bug off!"

You "I wanna help you!"

Woodman "I don't know what's blockin' up your ears, but I know it's no brains! You see half a man and think he's only got half a man's worth? Come on then! Test your mettle!"

Narrator "He drives the axe down, looking to cleave you right down the middle."

Narrator "You step to the side and let it sink deep into the ground. The wind from the swing causes the brim of your hat to wobble."

menu:

▼ RUN AWAY!

jump FirstTimeAtVillageTalkedToSomeone

▼ "At least just let me hear you out! I won't even try to fix anything!"

Narrator "The Lumberjack rips the axe out to the earth, dirt exploding in all directions, and raises it over his head again."

Voice "Okay, this is getting less funny by the second. Run maybe?"

menu:

▼ Try to dodge

Narrator "You throw yourself back, just out of reach, and start sprinting back to the main road."

Narrator "He doesn't chase you. Either he can't, or he figures you're just not worth it."

Narrator "You take the hint and decide not to bother him anymore."

jump FirstTimeAtVillageTalkedToSomeone

▼ Don't move. Stare him down

Narrator "When he notices you're not moving, he twists the handle in his hand. The blunt side of his axe violently knocks your brain around in your skull."

Voice "Oh, oh that hurt. Oh that hurt real bad."

You "Ack...There's something wrong..."

You "And that's okay...geez..."

You "Get it off your chest, no one needs to suffer all alone."

Narrator "As your blurry eyes focus in on his face, you see two eyes burning with rage and insanity and...sorrow."

Woodman "..."

Narrator "His face softens, just a little, as he sets his axe down and sits back against some lumber."

Woodman "You're a decent lad. Stupid. Very stupid. But maybe your lackin' brain is bolstering your heart."

Woodman "..."

Woodman "I'm the lumberjack 'round here. The best around."

Woodman "I was doing as I always do, sizin' up good trees for firewood and lumber and bringin' them down. Then out from the foliage comes this biggun. Walkin' on two legs! Just as you or me!"

Woodman "..."

Woodman "He says to me that I ought not be cuttin' down trees any more."

Woodman "I thanked him for his suggestion and said I'd keep on my forestin' as usual, so he could very well sod off."

Woodman "..."

You "Why?"

Woodman "My father was a lumberjack, as was his father and his father afore him. It's what we do,

the men in my family, cuttin' down trees, gettin' folk through the winters. It's all I've ever known; all I've ever cared to know."

You "It's important to you."

Woodman "Aye, it's important to everyone! When the cold winds roll in, there'll be no survivin' without wood for fires and for cookin'."

Woodman "'Cept for...well..."

You "Except for what?"

Woodman "That biggun come through just afore you, sayin' he was ready and willin' to give us tar for fires."

Woodman "He said that tar'll last e'en longer than the wood could. I believe him too. But I could never take an offer like that."

Woodman "What's a lumberjack who doesn't jack lumber?"

Woodman "A laughin' stock is what."

Woodman "And suppose I did start usin' it, and the other folk around start takin' after me? What good is a lumberjack if no one needs his lumber!?"

Woodman "I'm already a stump, but I'd be a useless one in such a world as that."

Woodman "At least folk appreciate me now for gettin' them through the cold and keepin' warm plates on their tables, and they like how I don't do deals with monsters. I split them whence I seen 'em. But this fella?"

Woodman "Well I pity him. I really do. I don't want to hurt anyone more than I may already have, but one man can only take on so much sadness in himself. Especially if he's only half a man to start..."

Narrator "He's laughing a little. It's a sad laugh. A broken smile fights to cross his face.

Woodman "...thanks for carin', lad. Most folk don't."

You "There's never been a surplus of joy in the world, we have to share what little we have with each other. What good are we if we aren't keeping each other upright?"

Woodman "..."

You "Before I go could you show me the way to Amari's house?"

Voice "Oh yeah, the dying friend that we're so URGENTLY trying to GET TO before he DIES."

Voice "Though to be fair, I like this guy more. He's exciting."

Woodman "Of course, lad."

Woodman "Follow the main road up 'til you come to a house with a spire. There you'll turn right and find the third house on the left. That'll be your man."

Woodman "Flint and he I haven't seen in some time...best move quick and make sure he's alright. Oh, and...sorry about the smack to the noggin'. I must say, I haven't seen someone take it and stay standin' thereafter. Keep that gumption and you'll go far, lad."

You "Thank you. I hope you figure out your situation soon. I'm sure you will. Good men always find their way."

Narrator "He looks up at you, reaches out, and shakes your hand. Maybe it was just the moonlight in his eyes, but you swear they looked misty. He nods to you and drags himself away, undoubtedly to think."

Narrator "The farmer has left his porch, and the skeleton no longer tends the field. You're the only one around."

Voice "Welp, we got what we needed. Let's get going."

jump FirstTimeAtAmari

▼ label FirstTimeAtVillageTalkedToSomeone: 1st Draft Done. (Revised)

▼ if talked to Old Man, Skeleton & Woodsman

Voice "That looks like everyone. We better get moving. Amari can't wait forever."

jump FirstTimeAtAmari

▼ if talked to Old Man & Skeleton

Voice "Well, that's all we needed to hear so we could just get going and try to catch Amari in time, though I am positively ITCHING to go see what all that ruckus is behind the cabin."

menu:

▼ Investigate the yelling behind the house.

▼ if hit by Old Man

You "..."

You "I'd rather not. *One* lump is *two* many, or however that goes. I don't know. Let's just get going before someone else tries to knock my head off."

jump FirstTimeAtAmari

▼ if wasn't hit

jump TalkToWoodsman

▼ Go to Amari's

jump FirstTimeAtAmari

▼ if talked to Skeleton & Woodsman

Voice "Old Mr. Happy's still giving you a death stare. Wanna go see what makes him so chipper?"

menu:

▼ Approach the old man

jump TalkToOldMan

▼ Go to Amari's

jump FirstTimeAtAmari

▼ if talked to Old Man & Woodsman

▼ if know way to Amari

Voice "Alright, we've got what we need. Let's get going."

menu:

▼ Wait, not yet.

jump TalkToSkeleton

▼ Go to Amari's

jump FirstTimeAtAmari

▼ if doesn't know way to Amari

Voice "Well those two were a bundle o'fun. Third times the charm right?"

jump TalkToSkeleton

▼ if talked to Old Man

Voice "Ever heard someone say so little so passionately? Me neither, and we still don't how to get to Amari's!"

▼ Approach the skeleton

jump TalkToSkeleton

- ▼ Go behind the house where the yelling comes from
jump TalkToWoodsman

- ▼ if talked to Skeleton

Voice "Well hot dog, that was easy! Let's go! Unless you wanna mix and mingle with the common folk a little longer?"

menu:

- ▼ Approach the old man who is staring at you intently
jump TalkToOldMan
- ▼ Go behind the house where the yelling comes from
jump TalkToWoodsman
- ▼ Go to Amari's
jump FirstTimeAtAmari

- ▼ if talked to Woodsman

- ▼ if know way to Amari

Voice "Well, we have our directions, let's get going!"

menu:

- ▼ Let's get a second opinion. The Skeleton maybe?
jump TalkToSkeleton
 - ▼ I wanna see what's got this Old Guy so angry first.
jump TalkToOldMan
 - ▼ You're right. We probably don't have much time.
jump FirstTimeAtAmari

- ▼ if doesn't know way to Amari

Voice "What a civil ol' chap! Who next?"

menu:

▼ Approach the skeleton

jump TalkToSkeleton

▼ Approach the old man who is staring at you intently

jump TalkToOldMan

▼ label FirstTimeAtAmari: 1st Draft Done. (Revised)

Narrator "You follow the road, turn right from the house with the spire, and there it is! The third house on the left in the outskirts."

Narrator "As you make your way up to his front door, you notice all the shutters are closed. That's not like Amari."

Narrator "You knock."

Narrator "Nobody answers."

Narrator "You knock harder."

Narrator "Under your fist the door opens slightly."

Narrator "You entered by..."

menu:

▼ Gently and quietly opening the door

Narrator "You open the door slowly, letting gravity do most of the work. You don't make a sound."

jump choices9_common

▼ Kicking the door in

Narrator "The door swings open wildly and bangs into the wall."

jump choices9_common

label choices9_common:

Narrator "The hallway looks to be freshly cleaned."

Narrator "You follow your nose to a door at the end of the hall."

Narrator "You open the door and find yourself drowned in the stench of rot and decay."

Voice "Oh...oh no..."

▼ if wasn't fast enough

Voice "We didn't make it..."

Voice "I'm sorry..."

▼ if was fast enough

You "..."

You "Amari..."

You "What are you doing?"

Amari "Aghm..."